

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS:

Claims 1-6 (canceled).

Claim 7 (currently amended): A game device for proceeding a game by placing game objects related to the game in a three-dimensional virtual space and by controlling said objects, comprising:

first game proceeding means for proceeding the game by controlling said game objects in a first game field in said three-dimensional virtual space;

second game proceeding means for proceeding the game by controlling said game objects in a second game field in said three-dimensional virtual space;

cursor object forming means for forming a cursor object indicating a certain area of one of said first and second game fields as well as an area of the other game field corresponding to the certain area; and

perspective transformation display means for forming a screen picture on a display by transforming coordinates of each object including said cursor object within view of a viewpoint located in said three-dimensional virtual space; wherein

the cursor object is a three-dimensional object extending over both of the first game field and the second game field; and

a grid is arranged on the first and second game fields, respectively, and the cursor object connects between a first area designated on the grid on the first game field and a second area designated on the grid on the second game field by extending over the first and second areas.

Claim 8 (original): A game device according to claim 7, wherein said cursor

object forming means forms said cursor object as a polyhedron with an area of said one game field as its top and with an area of said other game field as its bottom.

Claim 9 (original): A game device according to claim 7, wherein said cursor object forming means displays information on the side face of said cursor object.

Claim 10 (original): A game device according to claim 7, wherein said cursor object forming means sets display scales of the top and bottom of said cursor object, respectively corresponding to the display scales of said first and second game fields.

Claims 11-21 (canceled).

Claim 22 (currently amended): A game image processing method in a game device, wherein operation signals are collected from operating means operated by a player by using a CPU block's execution of an application software stored in memory, wherein on the basis of the operation signal, a process is conducted to proceed a game in a three-dimensional virtual space including at least first and second game fields that are stacked in layers;

drawing control information that forms game images, is outputted to a video block;

wherein the video block conducts a drawing processing of game images on the basis of the drawing control information; and

wherein the game images are outputted to displaying means;

wherein said first and second game fields are divided into a first area and a second area such that each of the first area and the second area displays one unit of the objects, each of which is placed and moves in the first and second game fields; and

wherein said application software includes a first game program that proceeds the game in the first game field and a second game program that proceeds the game in the second game field, comprising:

a step of, by the CPU block's execution of the application software controlling the

position of a first object in accordance with the first game program, placing it in the relevant first area in the first game field, and thereby controlling the proceeding of the first game;

a step of, by using the CPU blocks execution of the application software, controlling the position of a second object in accordance with the second game program, placing it in the relevant second area in the second game field, and thereby controlling the proceeding of the second game;

a step of displaying a cursor that points to one unit of the first area in the first game field on the basis of the operation signal, and choosing the first object placed in the first area;

a step of calculating the second area that corresponds to the chosen first area;

a step of judging whether an event has occurred between the chosen first object and the second object placed in the second area that corresponds to the first area;

a step of executing the event processing when it is judged that the event has occurred; and

a step of forming game images on the basis of the results of the event processing; and

in the step of displaying the cursor, the cursor is a three-dimensional object extending over both of the first game field and the second game field; and

in the step of displaying the cursor, a grid is arranged on the first and second game fields, respectively, and the cursor object connects between a first area designated on the grid on the first game field and a second area designated on the grid on the second game field by extending over the first and second areas.

Claim 23 (previously presented): The game image processing method according to claim 22, wherein a movement speed of said first object and a movement speed of said second object in the three-dimensional virtual space are determined differently;

wherein the sizes of the first and second areas are determined in accordance with the movement speeds determined for the first and second objects; and

wherein a corresponding relationship between the first area and the second area is determined in accordance with the movement speed.

Claim 24 (previously presented): The game image processing method according to claim 22, wherein said game image is formed by performing a projection conversion and a coordinate conversion on a view range that has seen the objects and background images in the first and second game fields to a two-dimensional screen from a predetermined position of the viewpoint that is movable in a world coordinate system of a three-dimensional virtual space; and

wherein said application software comprises a step of judging whether the predetermined viewpoint moving conditions are satisfied and a step of moving viewpoints when a predetermined viewpoint moving conditions are judged to be satisfied.

Claim 25 (previously presented): The game image processing method according to claim 24,

wherein said position of the viewpoint is moved in accordance with a field whose area is chosen by the cursor; and

wherein the objects are controllable in another field in which the chosen area corresponds.

Claim 26 (previously presented): The game image processing method according to claim 22, wherein said first game field is located above said second game field; and

wherein, when said cursor points to one area in the first game field, said cursor is constituted from a polyhedron having the first area as an upper face and the second area corresponding to the first area as a lower face.

Claim 27 (previously presented): The game image processing method according to claim 26, wherein said application software further includes a step of displaying information related to the chosen area on a side face of the polyhedron.

Claim 28 (previously presented): The game image processing method according to claim 22, further comprising:

- a step of, when said cursor points to one unit area in the first game field, projecting the second area that includes an area corresponding to such one unit area, on the first game field; and

- a step of displaying the area of the first game field, on which the second area is projected, in a different color than when the second area is not projected,

Claim 29 (previously presented): The game image processing method according to claim 22,

- wherein the chosen one unit area corresponds to a plurality of areas of another game field; and

- wherein said application software further comprises a step of, when it is judged that an event has occurred from the object placed in the chosen area to the object placed in the corresponding area, choosing an object to which the event has occurred among a plurality of objects in a plurality of corresponding areas on the basis of an operation by a game player.

Claim 30 (currently amended): A game device comprising:

- a memory for storing application software;

- a CPU block having means for collecting operation signals from operating means operated by a player, which executes the application software and thereby conducts a process to proceed a game in a three-dimensional virtual space including at least first and second game fields that are stacked in layers, and outputting drawing control information that forms game images;

- a video block for conducting drawing processing of the game images on the basis of the drawing control information and outputting the game images to displaying means, wherein said first and second game fields are divided in a first area and a second area that each display one unit of objects, each of which is placed and moves in

the first and second game fields; and wherein said application software includes a first game program that proceeds the game in the first game field and a second game program that proceeds the game in the second game field, wherein said CPU block comprises:

means for controlling the position of a first object in accordance with the first game program, placing it in the relevant first area in the first game field, and thereby controlling the proceeding of the first game;

means for controlling the position of a second object in accordance with the second game program, placing it in the relevant second area in the second game field, and thereby controlling the proceeding of the second game;

means for displaying a cursor that points to one unit of the first area in the first game field on the basis of the operation signal, and for choosing the first object placed in the first area;

means for calculating the second area that corresponds to the chosen first area;

means for judging whether an event has occurred between the chosen first object and the second object placed in the second area that corresponds to the first area

means for executing the event processing when it is judged that the event has occurred; and

means for forming game images on the basis of the results of the event processing, and wherein all of said means are realized by the execution of the application software in the CPU block; wherein

the cursor is a three-dimensional object extending over both of the first game field and the second game field; and

a grid is arranged on the first and second game fields, respectively, and the cursor connects between a first area designated on the grid on the first game field and a second area designated on the grid on the second game field by extending over the first and second areas.